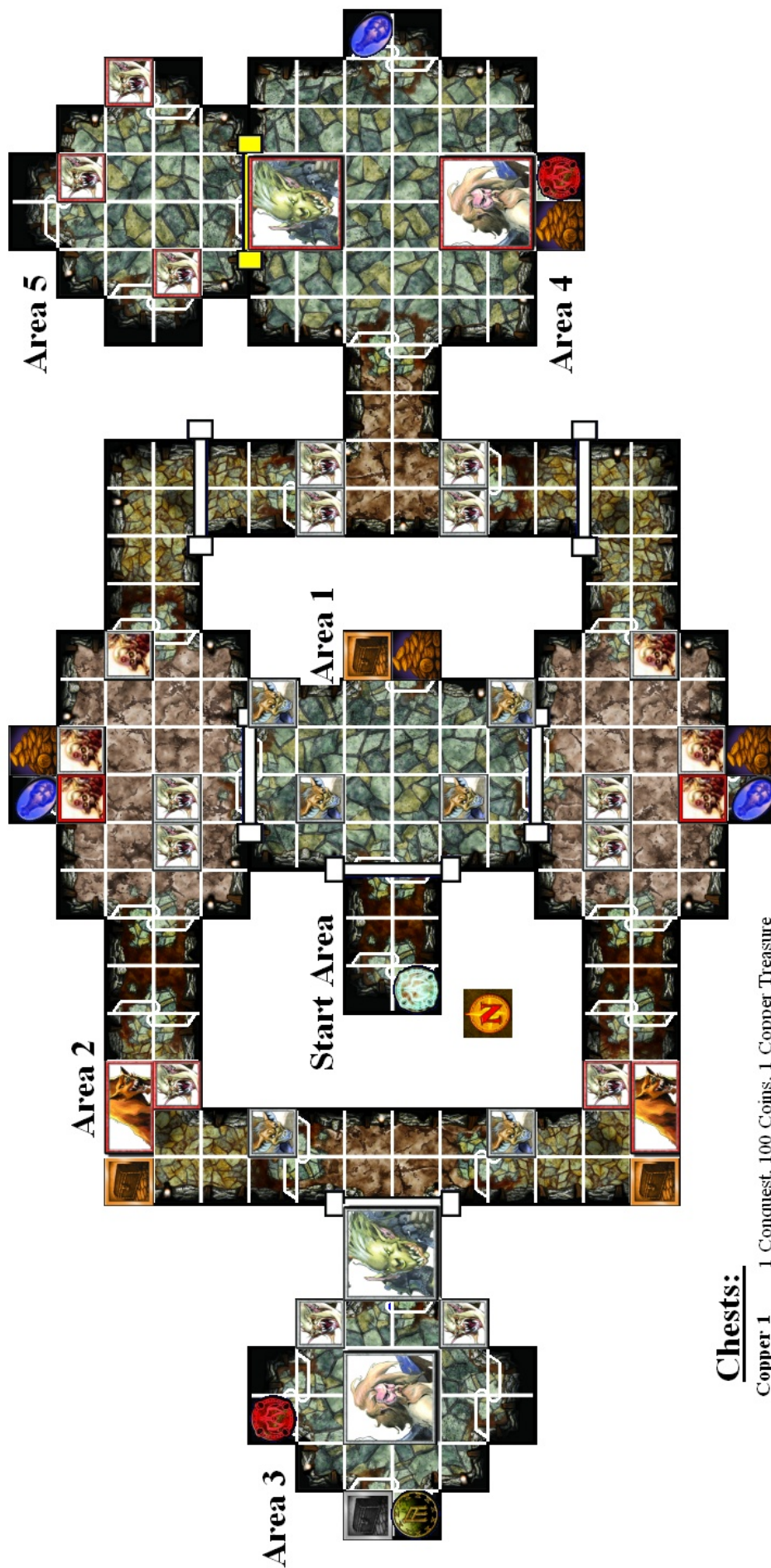




Chests:

- Copper 1 1 Conquest, 100 Coins, 1 Copper Treasure
- Copper 2 2 Conquest, 1 Curse, 1 Copper Treasure
- Copper 3 2 Curses, 2 Copper Treasures
- Silver 1 1 Conquest, 1 Curse, 100 coins, 2 Silver Treasure
- Silver 2 2 Conquest, 1 Curse, 2 Silver Treasure
- Silver 3 3 Conquest, 2 Curses, 2 Silver Treasure

The Druken Fool

By Philip "Erluti" Becker

Before this quest begins, draw an additional hero. This hero is the "druken fool."

Quest Background

After victoriously conquering yet another dungeon, you cash out all your treasure and have a celebratory drink at the tavern. <Insert name of drunken fool> sees you and walks over to have a drink, with you. "You guys look like successful heros! Recently I've stumbled upon a VERY lucrative opportunity, and I'm sure you'd like to join..." You listen to <drunken fool>'s opportunity to find that a band of werewolves have been robbing a small village nearby. You meet <drunken fool> at the entrance to the den, and whether or not they're a great hero, today they are totally blasted on meade and rum. You smell it on <druken fool>'s breath as they slur, "Follow me, guys!"

Quest Goals

Being Heroes of your word, you'll still assist <druken fool> on their quest. Your goal is to slay the werewolves, take as much treasure as possible, and reactivate the old glyphs of transport while trying to keep this duken fool out of trouble. You begin the quest with 8 conquest and if you ever run out of conquest, the werewolves will have triumphed over you and it will all be that blasted druken fool's fault!

The druken fool is controlled by the Overlord but is treated as a hero and starts with 300 gold worth of equipment and appropriate skill cards. The druken fool moves during the heros' turn (determined by a die roll). At the beginning of the heroes' turn and after each hero flips their marker to the red x, the overlord rolls a power die. If the result is a surge, then the Overlord MUST activate the druken fool like a normal hero and doesn't roll to move the druken fool again until the heroes' next turn. The overlord moves the druken fool just as if he was a hero with the following exceptions:

The druken fool may not open doors to reveal a new area while there are monsters on the board. The druken fool may not end it's movement more than 6 spaces away from a hero. If the druken fool cannot end their turn 6 spaces (or less) away from a hero, the druken fool must take a run action to end as close to a hero as possible. When the druken fool attacks, the target must always be a monster. (With the exception of using a blast attack, then the attack must be guaranteed to hit one monster for every hero it hits.) For each monster the drunken fool kills, the Overlord gains a threat (2 for master monsters).

The druken fool will ALWAYS drink a potion if able while mainting the "within 6"-rule.

Other notes about the druken fool:

The druken fool never earns gold, but does draw treasure like a hero. The druken hero can force trades with or be forced to trade with other heros at the cost of two movement points. The trade must be for an item of the same level (shop, copper, silver, gold).

The Overlord may play Overlord cards against the druken fool and attack the druken fool as if they were a hero.

The druken fool may step into pits and other obstacles on the board, but clumsily manages to avoid all damage and effects of such markers on the board.

Important: If the druken fool dies, the heroes lose conquest equal to the druken fool's conquest value.

The druken fool also counts for determining line of site when spawning.

Important: It may come up, so don't forget a hero (and the druken fool) can make a melee attack with the red die if no weapon is

equipped!

Area 1

The door opens to reveal blood thirsty beasts! But <druken fool> says, "There's some of that gold I was telling you about! But those aren't the wolves...."

Area 2

<Druken Fool> yells "This doesn't seem right at all! But I'm pretty sure we should take a right here..."

Area 3

When the door is opened:

Have the hero* who opened the door roll power dice equal to the number of stealth skill cards they have. If a surge is rolled, the Ogre is surprised. If a surge is not (or cannot) be rolled, the Ogre can make one attack on the hero before the hero continues the turn.

*If the hero is the Druken Fool, the Ogre automatically gets a full activation and is allowed to move through the druken fool, but is not allowed to attack the druken fool. After the activation the druken fool would resume their turn.

The door swings open to reveal a very angry ogre. "Uh oh..." <druken fool> chimes in.

Area 4

Unintimidated by the snarling monsters, <druken fool> casually observes, "I think I hear our puppies on the other side of this yellow door..."

Area 5

The door immediately responds to the runekey and slides into the dungeon walls. A strange gas rolls into the room and you begin to hallucinate. It appears EVERYONE is a werewolf! Using your heroic quick wits you call out to eachother and recognize eachother immediately... except for <druken fool> how has apparently started howling as well....

The Master Beastmen in this room are the band of werewolves, Rew, Olf, and We. They each have 2 additional wounds and 3 additional armor. They do not have command, but do have Pierce 1.

The druken fool can now be used to attack the heroes, can no long force trades (or be traded with), and no longer counts against the Heroes Conquest Total or respawns in town when the druken fool dies.

The strange gas confuses the heroes and they aren't entirely sure who they are attacking. Each time a hero attacks the druken fool or one in the band of werewolves, the hero must roll a power die after damage is calculated. If they do not roll a surge, then the OL may assign the calculated damage to a different werewolf or the druken fool as if the attack had successfully hit the new target instead.

If the heroes defeat the werewolves and the druken fool survives:

After you slay the last werewolf the strange gas starts to

disipate. "Whoah! You guys were Werewolves too?!" <druken fool> says before passing out. Triumphantly you carry <druken fool> back to town and use their cut to purchase them a room in the inn to sleep off their adventure. You celebrate your victory in the traditional way fo cashing out your treasure and having a celebratory drink in the tavern. Although, you all order waters this time.

If the heroes kill the druken fool before the werewolves:

The strange gas begins to roll away and you notice that the druken fool has died at your hands. Knowing that nobody would believe the truth, you give <druken fool> a heroes burial and slip away from town in the night. The loss is heavy on your heart and the gold you captured from the dungeon is just enough to start your non-profit organization, "Heroes Against Drunk Adventuring."